

Adventure Premise



An elderly warlock named Madryck Roslof has

posted notices around the local town, seeking adventurers for a special mission. He needs brave souls to visit a carnival run by faeries, which serves as a gateway to the Feywild. Madryck has lost contact with his patron and, due to his advanced age, is unable to undertake the journey himself. He implores adventurers to help him reconnect with her.

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